Avid Media Composer®

ReadMe for Version 2026.8

Important Information

Avid® recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.

Refer to the Media Composer page on the Avid Knowledge Base for the most up-to-date documentation, which contains the latest information that might have become available after the initial publication.

This document describes compatibility issues with previous releases, software installation instructions, hardware and software requirements, and summary information on system and memory requirements. This document also lists hardware and software limitations.

⚠ **Avid periodically makes software updates available for download on Avid.com at the following location: https://www.avid.com/media-composer/learn-and-support. Please check this site regularly for information on available downloads for your product.**

Revision History

Date Revised	Changes Made
September 7, 2026	Updated Media Composer Notes and Limitations
August 31, 2026	Initial Release

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Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention	Meaning or Action
	A note provides important related information, reminders, recommendations, and strong suggestions.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.
▶	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (macOS), or (macOS only)	This text indicates that the information applies only to the specified operating system, either Windows or macOS.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
Italic font	Italic font is used to emphasize certain words and to indicate variables. Variables are often enclosed in angled brackets: < >.
`Courier Bold font`	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.
| (pipe character)	The pipe character is used in some Avid product names, such as MediaCentral | Production Management. In this document, the pipe is used in product names when they are in headings or at their first use in text.

If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check this ReadMe file for the latest information that might have become available after the documentation was published. To view the online ReadMe, visit the Knowledge Base at: https://kb.avid.com/articles/en_US/Knowledge/Media-Composer-Documentation.
3. Visit Avid Online Support at https://www.avid.com/support. Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

Media Composer Notes

⚠ **Media Composer v2026.8 and later no longer supports macOS Ventura (v13.x) and earlier.**

⚠ **Starting with v2024.12, Media Composer has limited support for some codecs. Most of the existing media in standard definition formats is supported for decode only, which means that media can be linked, consolidated, and played back, but encode is disabled. Media cannot be transcoded, exported, or imported into these formats. Encode for the following codecs have been removed for both SD and HD formats. Existing media may still be linked, consolidated and played back only:**

- JFIF (formats like 2:1, 3:1, 8:1..). Renamed to "Motion-JPEG" once linked.
- IMX (MPEG 30, MPEG 40, MPEG 50)
- Avid 1:1 Uncompressed(Avid 1:1, Avid 1:1 10b)
- AVCI High-res proxy (AVCIBP-BLL2.0, AVCIBP-BLL3.0)
- Avid Meridian

⚠ **DNxHR and DNxHD codecs are now grouped under a uniform naming system: Avid DNx LB, SQ, HQ, HQX, and 444. Instead of selecting DNxHD SQ or DNxHR SQ based on resolution, you now select Avid DNx SQ, and Media Composer applies the correct encoding for the project.**

⚠ **You can control color depth when exporting DNx media in MOV and MP4 formats. In the Export dialog, use the Color Depth menu to select 8-bit, 10-bit, or 12-bit.**

⚠ **Existing media using DNxHR or DNxHD codecs continues to work without changes.**

⚠ **Media Composer v2026.8 requires Avid NEXIS Client 2026.6 to ensure proper and secure identification of Avid NEXIS environments. If you are working in a NEXIS environment, install the client alongside Media Composer.**

⚠ **Beginning with Media Composer v2026.8, Avid Huddle has been removed from the Media Composer installer and is no longer supported.**

⚠ **Support for Avid NEXIS | EDGE has been removed as of Media Composer v2026.8.**

⚠ **Avid Distributed Processing configurations that are not connected to a MediaCentral | Production Management environment are not supported with Media Composer v2026.8. This configuration remains supported with Media Composer v2025.12.**

⚠ **Starting with v2024.12, Media Composer has limited support for some codecs. Most of the existing media in standard definition formats is supported for decode only, which means that media can be linked, consolidated, and played back, but encode is disabled. Media cannot be transcoded, exported, or imported into these formats. DV/DVCPro codecs that are still supported for encode include the following resolutions only:**

- DV 25 411-720×480i @ 29.97fps
- DV 25 411 - 720×576i @ 25fps
- DV 25 420 - 720×576i @ 25fps
- DV 50 - 720×480i @ 29.97fps

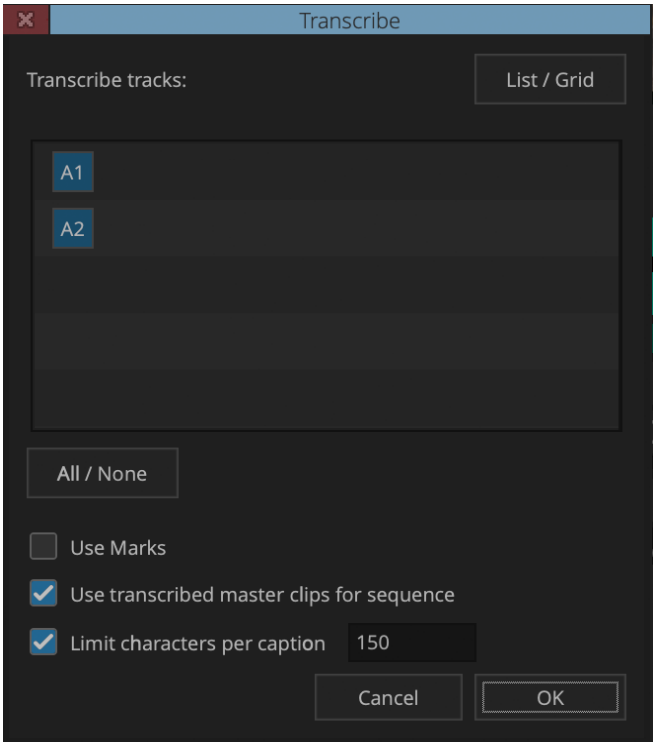
- DV 50 - 720×576i @25fps
- DVCProHD - 1920×1080i@ 29.97fps
- DVCProHD-1920×1080i @ 25fps
- DVCProHD - 1280×720p @ 59.94fps
- DVCProHD - 1280x720p @ 50fps

⚠ **Nablet's HDCAM SR plug-in is not natively supported on Apple silicon. Users who need to work with HDCAM SR footage on a Mac computer with Apple silicon should start Media Composer in Rosetta mode and transcode clips for additional processing.**

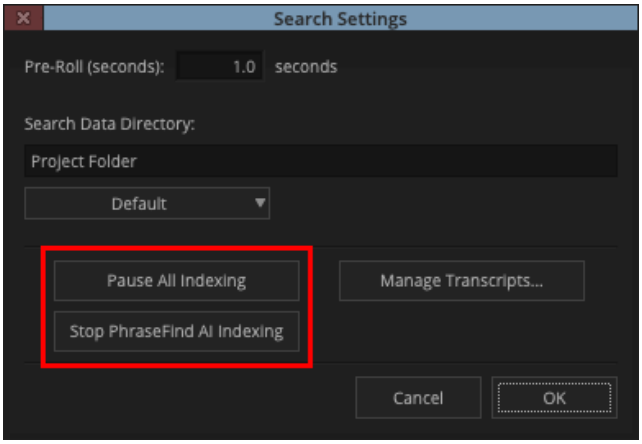
⚠ **It is best practice to always keep Avid Link up to date. To update to the latest version, sign into Avid Link and click Update, if the option is available, or use MyAvid to download a copy of the software (https://my.avid.com).**

⚠ **Transcript Tool feature is available in Media Composer | Enterprise, Media Composer | Ultimate, and standard or perpetual Media Composer licenses with an active PhraseFind AI option. The ScriptSync AI option does not include the Transcript Tool feature, although it does include the ability to manage transcripts of clips in a bin and reference the transcripts for master clips.**

⚠ **A new option, "Limit characters per caption," has been added to the Transcribe dialog when creating SubCap captions. This setting allows you to specify the maximum number of characters per caption line. Enter a value in the field to control caption length for readability and compliance with broadcast standards.**



⚠ **PhraseFind AI indexes media in the background. Indexing is a resource intensive operation, which may impact the performance of Media Composer. If the impact on editing becomes noticeable, you can pause or stop background indexing by opening the Find window, clicking on the gear icon to access Search Settings, and selecting "Pause All Indexing" or "Stop PhraseFind AI Indexing".**



Beginning with the release of Media Composer v2023.8, the import, export and creation of HDV media is no longer supported.

Beginning with the release of Media Composer v2023.8, input (Tape Capture) and output (Digital Cut) using IEEE-1394 (Firewire) devices is no longer supported.

(macOS Only) macOS Catalina and higher does not support 32 bit applications. The legacy Title Tool, Marquee Title Tool and QuickTime legacy codecs are no longer installed when you install Media Composer. Only install legacy codecs if QuickTime is installed on your system. The installer is Media Composer Legacy Components 2021.12.1 Mac. You can get the installer from MyAvid, Link, or the download center.

Match Frame results for the subclip of a Group or MultiGroup clip created in Media Composer v2022.7 and later will load the original subclip of the Group or MultiGroup clip. If using subclips of a Group or MultiGroup clip created in an earlier version of Media Composer, the same Match Frame operation will load the Group or MultiGroup clip.

- iXML metadata embedded in audio files from music and sound effects libraries is now preserved when importing audio into Media Composer. This enhancement improves metadata retention and tracking, allowing editors to access and manage descriptive information such as scene, take, and usage details directly within the application.
- If you are using an AMD card and certain keyboard shortcuts that require modifier keys are not working, such as Ctrl+Shift+M or Ctrl+Shift+G for Multicam editing, then disable the AMD “Use Hotkeys” setting to fix the issue.
- If you are using an attached hardware I/O device, such as the Avid Artist DNxIQ or Avid Artist DNxIV, you may need to manually select it and activate it as an output device the first time Media Composer is opened. To do this, right-click on the HW/SW button in the Timeline window, select the hardware device you want to use, and click on the HW/SW button to activate it. Media Composer will preserve this selection the next time you open Media Composer.
- (MCCET-4684) Captions may overlap or merge for imported SCC files if lines of text appear in rapid succession. To avoid this possibility, clean the caption data by removing all duplicate control codes from the SCC file.
- (MCCET-2541) When working with Avid Artist DNxIO or Avid Artist DNxIQ, you should disable the Line In recording input (Blackmagic Audio in the Windows OS).
- **Qualified Operating Systems:** For information on qualified operating systems, see "Qualified Hardware and Operating Systems" on page 21.

- **Dongle Info (macOS Only):** The Dongle Sentinel driver installer is no longer automatically installed when you install the editing application. The driver is now located in the Avid_Utilities folder (/Applications/Utilities/Avid_Utilities/Sentinel_Driver). If you have a dongle, manually install the driver from this location. Dongles are NOT supported on Apple Silicon based systems or any macOS system running Monterey or later.

  ⚠ **When installing the Sentinel Driver, check your System Preferences and select "Security and Privacy." You may need to choose to Allow the driver to be accessed.**

- Media Composer now includes a **dnxmov2mxf** executable in the \Program Files\Avid\Avid Media Composer\SupportingFiles\Utilities folder. This executable allows you to manually convert MOV files with DNX essence with separately stored alpha to an MXF OP1a file with DNX essence and embedded alpha.

  The tool is available for Windows, macOS and Linux. To run on Windows, Visual C++ Redistributable for Visual Studio 2015 or Visual C++ Redistributable for Visual Studio 2017 is required.

  Run the command from a command prompt on Windows or from terminal on macOS.

  DNXMOV2MXF usage is: dnxmov2mxf path_to_mov [path_to_mxf]

- (MCCET-5383) Significant performance improvements to the XDCAM re-encoding process have allowed bitstream compliance to be enforced by default. As a result, the "Re-encode for XDCAM bitstream compliance" option has been removed, ensuring consistent XDCAM-compliant output across all exports and Send to Playback workflows.

Note on NewBlue Titler

Starting with v2025.12, NewBlue Titler is no longer included in the Media Composer installer.

- The application remains fully supported and continues to work as expected, but it is not bundled with the installation package.
- If you require NewBlue Titler, download and install it directly from NewBlueFX or use your existing installation.
- This change streamlines the Media Composer installer while maintaining full compatibility with NewBlue Titler.

Notes on Working with SRT

For details on working with SRT, search for "Open I/O Support for SRT" in the Help.

Decoded Output

- Due to the compressed streaming nature of SRT, and the variety of SRT decoding applications and devices available, the decoded output may not be in sync with the Media Composer desktop. Depending on the decoder being used, the output may be up to several seconds out of sync. Adjusting the buffering settings in the decoder as well as the SRT latency setting can help to improve the delay depending on your network's quality of service.

SRT Quality Bitrates

- The default quality settings for SRT are as follows:
  - Low quality (Long GOP based compression) – 3Mbps for rates 30fps and below, and 6Mbps for rates above 30fps
  - Medium quality (Long GOP based compression) – 6Mbps for rates 30fps and below, and

12Mbps for rates above 30fps

  - High quality (Intra-frame based compression) – 40Mbps for 1080p/29.97, scales up and down based on framerate and raster

- Bitrates will vary, and might exceed the average values, based on the media being sent over SRT. Bitrates are scaled based on the frame rate and raster size and may vary in the actual bitstream based on how efficiently the codec can compress the frames.
- Only 8b quality is supported with SRT. Media Composer will automatically set the I/O to 8b quality if Media Composer is set to draft or 10b.

Projects and Media Support:

- 2K/UHD/4K projects will be downconverted to HD formats at the same frame rate. For example, if you are working on a UHD 4k 23.976 projects, it will be converted to an HD 23.976p project.
- Interlaced formats are not natively supported, but will be converted to progressive format at the equivalent frame rate.
- SRT will mix multi-channel audio to stereo audio.
- RGB is not natively supported and will be converted to YUV.

Beginning with v2024.6, the SRT plug-in is supported for all paid Media Composer licenses.

Security Guidelines

Avid Media Composer allows you to install an endpoint detection and response solution on your system. While Avid does not support any specific solution, you can find general guidelines and information related to CrowdStrike Falcon on the following Avid Knowledge Base page:

https://kb.avid.com/articles/en_US/troubleshooting/en239659

Avid Nexis Clients 23.8.2, 23.12 and newer are required to use CrowdStrike v7.0.4 or later. If using earlier versions of Avid Nexis Clients, they are only supported up to v7.0.3 (macOS and Windows).

Important Notification

As of v2025.6, Avid is no longer testing or qualifying the deployment of Media Composer in a virtual environment using any specific vendor. While Avid allows you to deploy Media Composer in a virtual environment, the selection and qualification of the virtualization solution is the responsibility of an individual or team within your own organization.

Media Composer | First

Media Composer | First now provides unlimited video tracks, audio tracks, and bins, along with expanded access to editing, effects, export, media management, and project format capabilities previously unavailable in Media Composer | First. Some advanced audio, color correction, capture/output, broadcast, stereoscopic 3D, and Speech-to-Text/PhraseFind/ScriptSync features remain unavailable.

Fixed in Media Composer v2026.8

The following have been fixed:

- **Bug Number:** MCCET-6149. The timeline failed to scroll to the next page during Real-Time Gain Automation recording in Auto mode.
- **Bug Number:** MCCET-6138. Pan and Zoom produced unintended curved movement when zoom and position were adjusted simultaneously.
- **Bug Number:** MCCET-5948. Timeline did not redraw at page edges during trim playback, causing the playhead to move off-screen.
- **Bug Number:** MCCET-6186. Email notifications were sent multiple times during batch clip import and transcode operations instead of triggering only once per job.
- **Bug Number:** MCCET-6108. Importing SubCap files in 1080p/50 HLG projects failed due to invalid frame validation in 50 fps formats.
- **Bug Number:** MCCET-5554. Reading audio timecode from 50P and 25P media produced partial blank timecodes and incorrect durations.
- **Bug Number:** MCCET-5119. Noticeable lags were experienced while editing in the Timeline if many realtime audio effects were used.
- **Bug Number:** MCCET-6185. Certain multigroup clips would not play in multicam mode when loaded in the Source Monitor in interlaced projects.
- **Bug Number:** MCCET-5925. Adjusting line or outline weight in certain fonts in Subcap caused rendering artifacts on some capital letters.
- **Bug Number:** MCCET-6170. NDI streaming stopped working after repeatedly toggling the HW/SW output on and off.
- **Bug Number:** MCCET-6090. Non-16:9 MOV files imported with incorrect aspect ratios when certain link and import reformatting options were used.
- **Bug Number:** MCCET-6209. The Set Reference Level dialog displayed an incorrect default value after restarting the application.
- **Bug Number:** MCCET-6071. K+L/K+J trim moves were not frame-accurate when NDI/SRT output and Desktop Audio were enabled, causing them to advance an extra frame.
- **Bug Number:** MCCET-6006. Markers added from the Source monitor in Film projects displayed incorrect timecodes.

- **Bug Number:** MCCET-6232. Send to Playback with segmented master clips or loading video clips from MediaCentral | Production Management with Dynamic Relink enabled might have caused video clips to shift.

- **Bug Number:** MCCET-6178. Importing some AAF files resulted in an “Invalid trim” message and created empty sequences with no tracks or duration.

- **Bug Number:** MCCET-5764. Editing an audio plug-in parameter did not consistently mark the sequence as modified in the bin.

- **Bug Number:** MCCET-6201. Rendering an AudioSuite effect on clips with different playback rates caused the audio to shift out of sync.

- **Bug Number:** MCCET-6097. Adjusting the end keyframe in a Titler+ animation did not extend the animation, causing playback to stop at the original keyframe position.

- **Bug Number:** MCCET-5882. Deleting keyframes in certain Titler+ titles did not remove all selected keyframes, causing some to reappear unexpectedly.

- **Bug Number:** MCCET-6202. Exporting an EDL after exporting graphics multiple times displayed a Breakpad error window and could result in Media Composer crashing.

- **Bug Number:** MCCET-6261. ScriptSync did not always select the correct script line when using Find Script, causing the wrong take to be highlighted.

- **Bug Number:** MCCET-5993. Imported AVT transcripts failed to populate speaker names in the Manage Speaker Names dialog when brought into another project.

- **Bug Number:** MCCET-6192. Send to Playback with non-PCM media sometimes resulted in garbled or missing audio.

- **Bug Number:** MCCET-6193. Send to Playback performed an unnecessary audio mixdown in some instances.

- **Bug Number:** MCCET-6244. Batch reimporting certain MP3 clips failed with an IMPORT_TOO_SHORT error.

- **Bug Number:** MCCET-5920. Visual artifacts appeared in the timeline’s track area after reopening a sequence that had been zoomed in and scrolled vertically through its tracks.

- **Bug Number:** MCCET-6159. Using Export to Device › XDCAM generated MXF files with an incorrect VideoLineMap metadata value.

- **Bug Number:** MCCET-6120. Dynamic Relink failed to bring certain transcoded clips online in a Production Management environment.

- **Bug Number:** MCCET-6224. Selecting clips in Frame View caused a noticeable delay before the application responded.

- **Bug Number:** MCCET-6249. Create SubCap skipped certain lines of dialogue when generating captions.

- **Bug Number:** MCCET-6277. Editing with the Effect Palette open caused Media Composer to pause for several seconds before responding.

- **Bug Number:** MCCET-6240. Exporting OP1a AMA media to a network drive caused Media Composer to hang while finishing the export.

- **Bug Number:** MCCET-6269. Importing marker files did not complete when used on sequences with more than 32 video tracks.

- **Bug Number:** MCCET-6169. FrameFlex renders did not match the DNx codec/quality set in the Render and Motion Effects settings.

- **Bug Number:** MCCET-6133. AVC-I MXF media linked with MSP MXF was incorrectly identified, causing glitches after consolidation.

- **Bug Number:** MCCET-6273. Data tracks could not be moved in the timeline using the Trim Left or Trim Right keys.

- **Bug Number:** MCCET-6245. WAV audio files with numbered suffixes failed to batch reimport and remained offline.

- **Bug Number:** MCCET-5811. Switching the Audio Mixer output from Stereo to Direct Out caused an error and made Media Composer unresponsive.

- **Bug Number:** MCCET-5831. Mounting a workspace while Media Composer was already open resulted in incorrect Project Modified dates in the Select Project window.

- **Bug Number:** MCCET-6243. Rendering stacked matte key layers with DNx codecs resulted in visible image degradation.

- **Bug Number:** MCCET-6263. (Windows) Drag-and-drop export failed to initiate.

- **Bug Number:** MCCET-6103. Playback with Blackmagic Video I/O dropped frames after exporting a graphic from the timeline.

- **Bug Number:** MCCET-5675. Playing certain ANC data media triggered an exception error when BMD I/O was enabled.

- **Bug Number:** MCCET-6187. SubCap stylesheets created by non-administrative macOS users were not retained after restarting Media Composer.

- **Bug Number:** MCCET-6163. Marker window column and sorting customizations were not retained after restarting Media Composer.
- **Bug Number:** MCCET-4210. The timecode display in the Capture tool remained static during capture.
- **Bug Number:** MCCET-6309. Previously ingested 14:1 SD stills could not be loaded or played in the Composer monitors.
- **Bug Number:** MCCET-5943. Some SD media displayed unwanted lines at the top of the frame in the Composer monitors.
- **Bug Number:** MCCET-6241. In the NRCS tool, queue names containing Chinese characters could appear incorrectly after reconnecting, preventing the use of those shortcuts.
- **Bug Number:** MCCET-6258. In 4-way and 9-way split views, grouped clips could display duplicate camera angles instead of distinct sources.
- **Bug Number:** MCCET-5829. Frame Chase capture could fail and return a check-in error in Production Management workflows.
- **Bug Number:** MCCET-5970. Media Composer could become unresponsive when enabling audio waveforms on certain linked clips.
- **Bug Number:** MCCET-4556. Exporting sequences starting at zero timecode could cause drop-frame timecode to change to non-drop frame in MOV and MP4 files.
- **Bug Number:** MCCET-6189. Sending sequences to playback could fail with a project format mismatch error when “Transcode before Send to Playback” is enabled.
- **Bug Number:** MCCET-6308. When scrubbing through a MultiGroup clip, incorrect FrameFlex could be displayed, causing the image to appear distorted.
- **Bug Number:** MCCET-6142. In Titler+, font previews did not update in the Record monitor when browsing fonts.
- **Bug Number:** MCCET-6238. (macOS) The color picker in Titler+ could not sample colors from the screen.
- **Bug Number:** MCCET-6321. Applying Dynamic Relink caused Media Composer to become unresponsive when working with certain sequences.
- **Bug Number:** MCCET-6352. Opening the Transcript Tool resulted in a "Project ID unavailable" error.
- **Bug Number:** MCCET-5857. Loop playback in Trim mode slowed down on repeat and eventually stopped when using AJA I/O.

- **Bug Number:** MCCET-6219. XDCAM HD 50 MXF OP1a or OP-Atom exports and mixdowns resulted in a variable GOP structure.

- **Bug Number:** MCCET-6364. Loading restored clips or sequences with Dynamic Relink enabled caused Media Composer to become unresponsive.

- **Bug Number:** MCCET-6348. Playback of low-resolution proxy media resulted in "SampleBufferDesc::DefineBufferAlignment - target sample is entirely past EOF" errors.

- **Bug Number:** MCCET-4818. Linking ProRes MOV media resulted in an unwanted FrameFlex adapter being applied.

- **Bug Number:** MCCET-6262. Applying 3D Warp and Blur effects resulted in significantly slower render times than expected.

- **Bug Number:** MCCET-6380. During Dual-Roller Trim, clip gain adjustments on other audio tracks were ignored.

- **Bug Number:** MCCET-6351. H.264 proxy media was misidentified as AVC Long-GOP Constrained and could not be played back.

- **Bug Number:** MCCET-6336. Partially restored clips with rollover timecode could fail to play back and produce errors.

- **Bug Number:** MCCET-6389. (macOS) Docking and undocking panels repeatedly with media loaded in the Composer monitors could cause Media Composer to become unresponsive.

- **Bug Number:** MCCET-6359. Changing marker color did not always update correctly when markers were sorted by color.

- **Bug Number:** MCCET-5128. Exporting embedded AAF files containing media with RLE alpha channels did not include the alpha channel.

- **Bug Number:** MCCET-6366. (macOS) The Find function did not return results on macOS Tahoe 26.4 and later.

- **Bug Number:** MCCET-6386. Transcoding Sony FX3/FX6 MXF media to DNxLB resulted in a CONSISTENCY CHECK FAILURE error.

- **Bug Number:** MCCET-6194. Rendering audio with the Space AudioSuite plug-in failed, preventing the effect from being applied.

- **Bug Number:** MCCET-6298. Editing a Marquee title and saving to the bin did not always update the title in the sequence.

- **Bug Number:** MCCET-6401. Playback of 9-way MultiCamera sequences for extended periods could result in crashes in il.dll.

- **Bug Number:** MCCET-6005. (Windows) Reveal File created unnecessary Windows Explorer processes that remained after the associated windows were closed.

- **Bug Number:** MCCET-6427. Media Composer intermittently crashes while trimming sequences after applying cross dissolves to all edit points.

- **Bug Number:** MCCET-6310. In some instances, loading certain sequences or performing Send to Playback resulted in an MCAudioCompUtils "Assertion failed" error.

- **Bug Number:** MCCET-6448. (MediaCentral | Production Management) Loading a sequence with a different frame rate than the current project could result in a Breakpad crash.

- **Bug Number:** MCCET-6390. (MediaCentral | Production Management) P2 clips with rollover timecode could fail to play after consolidation when Dynamic Relink was enabled.

Limitations

The following are known limitations:

- Photoshop PSD files are not supported for AMA linking if QuickTime is not installed.
- Some fonts, by their design, are only available in Bold. On macOS systems, selecting a font does not always produce a visual change; try selecting “Bold.”
- If you launch a project and receive an “Enable 3rd Party Emulation” warning, even if you select Enable in the warning dialog, you should also perform the following: Select File › Settings and click the Project tab. Click General Settings and select “Enable Bin Sharing on 3rd party storage emulating Avid NEXIS/ISIS.”

➤ **Bug Number:** MCCET-6329. Marker information created in Media Composer v2024.6 and later might not display as expected when opened in Media Composer versions earlier than v2024.6.

Marker information created in Media Composer v2024.6 and later uses separate User Name and Marker Name fields. User Name data might appear in the Marker Name column, and Marker Name data might not be displayed in earlier versions.

➤ **Bug Number:** MCDEV-21407. After performing a second Insert Edit operation on a sequence and exporting to MXF OP1a using DNxHQX or AVC-Intra 100 compression, linked media might fail to load and display the following error: “Exception: Cannot create the AMA sample mapper to play this clip - SelectFileMob() failed.”

This issue affects DNxHQX media exported on Intel-based Mac systems only. When exporting AVC-Intra 100 media, this issue affects Windows and Apple silicon Mac systems.

Workaround: After each Insert Edit operation, link the exported media file into a bin and verify playback. Remove the linked clip from the bin before performing any subsequent Insert Edit operations on the sequence.

➤ **Bug Number:** MCDEV-21302. In some instances, uninstalling Media Composer may display a message indicating that the Avid Search service is in use.

Workaround: Click Ignore to continue the uninstall. Alternatively, stop the Avid Search service before uninstalling.

➤ **Bug Number:** MCCET-4818. When linking certain ProRes MOV files using the UME plug-in, FrameFlex scaling may differ depending on how Clean Aperture metadata is interpreted. In newly created projects and bins, Clean Aperture metadata is ignored, and clips are linked at full raster without a FrameFlex adjustment. Clips linked in earlier versions of Media Composer might retain a FrameFlex scaling effect based on Clean Aperture metadata.

Workaround: When working with media previously linked in older versions, create a new project and a new bin, and clear the Source Browser cache before linking the media. To clear the cache, go to Settings › Media Cache › Source Browser tab, then relink the media to ensure consistent behavior.

- **Bug Number:** MCCET-5651. In some cases, DNx HQX media created in previous releases of Media Composer may be identified as mixed resolution when used in timelines containing DNx HQX media generated in 25.12 and later. When mixed, the sequence will be flagged during Send to Playback and the operation will be blocked.

  Workaround: Mixdown or Transcode the sequence to one resolution before sending to playback.

- **Bug Number:** MCCET-5929. Intel Mac systems might exhibit reduced performance compared to Apple Silicon systems due to framework modernization designed for native Apple Silicon support. Although performance enhancements were introduced in version 2024.12, Intel-based hardware does not benefit from the same level of optimization as Apple Silicon machines.

  This performance difference is due to the optimization for Apple Silicon, rather than an issue that can be addressed through further development. Avid remains committed to supporting Intel Mac systems in current versions of Media Composer.

- **Bug Number:** MCDEV-20219. (macOS) Some users may experience intermittent issues with the UI in Media Composer, which includes delays while working in the Timeline.

  Workaround: On macOS, go to System Settings › Desktop & Dock and turn on "Displays have separate Spaces".

- **Bug Number:** MCDEV-20237. Exporting MP2 audio to the AAC format with a sampling rate of 22050 Hz or 44100 Hz results in an error. This can occur when exporting tracks containing MP2 audio to the M4A, MP4, or MOV file formats.

  Workaround: Select an option other than 22050 Hz or 44100 Hz from the Sampling Rate menu for the AAC format in the UME File Export window.

- **Bug Number:** MCDEV-20191. Exporting linked MXF OP1a Apple ProRes 4444 XQ clips results in an unwanted Matte Key clip.

  Workaround: Choose "Ignore" for Alpha Channel in the Link Options when linking the media.

- **Bug Number:** MCDEV-20197. Loading an IMF file results in an "IMF Model:Component not found" error message if the file is located in a folder location that differs from previous exports.

  Workaround: Remove all IMF files from the IMF window, click "Explore", and select the most recently exported IMF package.

- **Bug Number:** MCDEV-19156. ARRIRAW media linked with the nablet ARRI plug-in may display an image with corrupted colors. This is a known issue with the nablet partner plug-in (v3.4.0.5526 and v3.4.1.5543), and only occurs with footage produced by ALEXA SXT and ALEXA 65 cameras with 12-bit picture encoding. Other models of ARRI cameras use 12-bit reverse packed (ALEXA Mini) or 13-bit encoding (ALEXA 35), which does not produce this problem.

  Workaround: Contact nablet support to receive an older version of the plug-in that uses OpenCL decoding.

- **Bug Number:** MCDEV-18929. PMM_MISMATCHED_MEDIA and PMM_INSUFFICIENT_MEDIA errors may be encountered when linking to a PTXM file from the Source Browser. These errors can result from the misinterpretation of certain file naming conventions for multichannel audio formats. This is only an issue with files created in versions of Pro Tools earlier than 2024.10.1.

  Workaround: Deselect the "Autodetect Broadcast Wave Monophonic Groups" checkbox in the Link Options tab of the Link Settings window. This workaround is only necessary if using AMA Link via the Source Browser, since Import works as expected without errors.

- **Bug Number:** MCDEV-18451. Fast Import of QuickTime files does not work on systems without QuickTime installed.

- **Bug Number:** MCDEV-18368. QuickTime movies with alpha channels are always imported as RLE on systems without QuickTime installed.

- **Bug Number:** MCDEV-18307. Clip Text for Timeline Clip Resolutions do not match the original video settings for Matte Keys imported into a 4K, 8K, or 16K project on systems without QuickTime installed.

- **Bug Number:** MCDEV-18384. OMF media cannot be created from QuickTime MOV files imported on a system without QuickTime installed.

- **Bug Number:** MCDEV-18374. QuickTime movies containing both audio tracks and alpha channel information are always imported as a Matte Key, unless Alpha Channel is set to "Ignore" in the Import Settings window, on systems without QuickTime installed.

- **Bug Number:** MCDEV-18367. "Crop/Pad for DV scan line difference" option in the Import Settings window is not respected when importing media on systems without QuickTime installed.

- **Bug Number:** MCDEV-18411. If clips containing an alpha channel were imported on a system without QuickTime installed, alpha layers in the Matte Key clips will not resize properly.

  Workaround: If "Do not resize smaller images" was selected in the Import Settings window before clips were imported, right-click on them in the bin and choose "Source Settings". In the FrameFlex tab, choose "Center Keep Size" from the Reformat dropdown menu and modify the image size before clicking "Apply". This will add a spatial adapter to the Matte Key and its related sequences, which will require rendering.

- **Bug Number:** MCDEV-18107. (Windows) In some instances, the Media Composer installation processes fails and produces a 1309 error. This can happen if the file path to the installer is very long and contains too many characters. For example, long path names can occur if the installer is within subfolders or executed from the Windows Desktop.

  Workaround: Place the Media Composer installer on the root level of your drive and run it from there.

- **Bug Number:** MCCET-4971. Beginning with Media Composer 2022.12, it is not possible to map “Create › New › Sequence” as a keyboard shortcut using “Menu to Button Reassignment” in the Command Palette. Attempting to map that function results in a “That menu item cannot be assigned” dialog box. This limitation is due to the expanded functionality offered by the new submenu, which is generated dynamically, and does not allow for mapping of functions that are not persistent and might change.

Workaround: Use Cmd+Shift+N (macOS) or Ctrl+Shift+N (Windows) to create a new sequence using the currently active Sequence Template.

- **Bug Number:** MCDEV-16685. When SRT is disabled, hardware format does not revert to project settings, resulting in a mismatch between UHD and HD formats, and causing errors in the Capture tool.

  Workaround: Manually change video output to match project settings when Capture tool is opened and SRT is disabled.

- **Bug Number:** MCDEV-15629. Icons for managed Matte Key clips do not change color when their proxies are created and resolved.

  Workaround: Check the Proxy Offline column for online/offline status.

- **Bug Number:** MCDEV-17081. In some instances, there is no warning that high resolution media is offline and proxy media will be used for output.

- **Bug Number:** MCDEV-15413. In some instances, clips that will link and play cannot be made into a proxy if it includes a broken data track.

- **Bug Number:** MCDEV-16119. (Avid Artist DNxIQ) When trying to capture audio, you might receive an "Audio/video is unexpectedly no longer coming into the system" exception error. Note that this only happens the first time, subsequent audio captures are successful.

  Workaround: Perform a capture with video first and then turn video off for the subsequent captures.

- **Bug Number:** MCDEV-15843. (Windows 11) In some instances, you cannot drag and drop from the File Explorer to a bin.

  Workaround: Use the Media Composer Source Browser to import or link your media.

- **Bug Number:** MCDEV-14845. Avid Media Composer | Enterprise Admin Tool does not restrict NDI when Media Composer is in software only mode.

- **Bug Number:** MCCET-3702. Image Quality issues when adding UHD progressive clips to an HD interlace sequence:

  The process Media Composer uses to mix and match video formats in a sequence is to transform the source clip's frame rate and frame layout to meet the project specifications; the motion adapters are added first, then spatial adapters are applied in order to provide expected playback dimensions.

  For example, if you have a UHD 50p clip that you want to add to a 1080i Timeline, the UHD clip first gets split into 2 separate fields (UHD format), then each field gets independently resized to 1920x540 in HD. The export process puts those resized fields back together into a progressive HD frame but does not maintain the clarity of the original progressive frame.

  Workaround: If you first transcode the UHD progressive clip to HD progressive and then add the HD clip to the interlace sequence, it forces the resize operation from UHD to HD to be done before the split gets into interlace mode.

- **Bug Number:** MCCET-3788. You might receive a "*clip name* is a clip in a multi-essence file that cannot be exported using the specified Embedded in AAF setting" when exporting embedded AAFs with OP1a audio clips.

  Workaround: Consolidate the OP1a clips to Avid OP-Atom prior to performing the export.

- **Bug Number:** MCDEV-8641. (AMD Graphics) Systems with AMD graphics cards might display tearing when performing Full Screen playback.

- **Bug Number:** SYN-2697. Distributed Processing Transcode and Mixdown jobs into Avid DNx resolution fail if you are using Distributed Processing v2024.10.1 or earlier.

  Workaround: Upgrade to Distributed Processing v2025.12.

Before Installing the Editing Application

Media Composer | Enterprise and Avid Distributed Processing

If you are working with Media Composer | Enterprise or Avid Distributed Processing, please refer to the "Installation Prerequisites" section in the *Media Composer | Enterprise Administration Guide* or *Avid Distributed Processing Administration Guide* to make sure you have compatible Avid MediaCentral Cloud UX Platform and Avid MediaCentral Cloud UX Feature Pack ISO versions.

Before Installing the Editing Application in a MediaCentral | Production Management Environment

Carefully read through the "Avid Editor Compatibility Matrix" guide (found using the following link) before upgrading. It might be necessary to also upgrade the MediaCentral Production Management components on the editing client. https://kb.avid.com/articles/en_US/compatibility/Avid-Video-Compatibility-Charts

Buffer Error Message

The editing application requires a minimum of 8GB RAM. If you try to install the editing application on a system with less than 8GB RAM, you will receive a buffer error and installation will not proceed.

Download Note

To avoid "File Path too long" or a "File cannot be copied" warning while unzipping the downloaded installer, try placing the installer.zip on the root level of your C:\ drive and unzip it from that location.

User Right to Raise Thread Priority

(Windows) Note for Domain Administrators: If your editing systems are part of a domain, you must give the user the right to "Increase Scheduling Priority." This must be done within the Domain Group Policy on the domain controller by giving the right explicitly to the user or giving the right to a group and adding the user to that group. You will not be able to launch as a regular user if this is not set properly.

If you are part of a domain, a Domain Administrator should install and perform the first launch of the editing application.

Install as Administrator

You need to first install and launch the editing application as an Administrator. If you are in a Shared Storage environment, mount your workspaces as an Administrator. You may then log off and log back in as a Standard user, if necessary.

After Installing the Editing Application

AMA Plug-Ins

You cannot install the AMA Plug-ins while the editing application background services are running. Make sure you Stop the services before installing the AMA Plug-Ins. The stop/start background services icon is on the menu bar (macOS) or taskbar (Windows). Once you install the new AMA plug-in, restart the services. See "Starting and Stopping Avid Background Services" in the Help.

Notes on Software Licensing

If You Upgrade Your Operating System

If you need to upgrade your operating system after you install your Avid editing application, first deactivate your software. After you upgrade your operating system and, if required, reinstall your application, you can reactivate your software. For information on activating and deactivating your software license, see the *Installation Guide for Avid Editing Applications*.

Minimum RAM Recommendation

For this release Avid recommends 16 GB minimum, 32 GB recommended. Some features might require more RAM and specific hardware. See "Feature Performance" on the next page for more info.

Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See "Feature Performance" on the next page for more info.

For 3rd-Party Open IO hardware qualification refer to the manufacturer's documentation. See the Open IO Frequently Asked Questions document on the Knowledge Base: http://kb.avid.com/articles/en_US/faq/en422991

The following lists the qualified Operating Systems. Depending upon your hardware the qualified Operating Systems are:

- Windows 11 64-bit 22H2 or later (Professional and Enterprise)
- macOS 14.x to 14.8.x, and 15.x to 15.7.x, 26.2 to 26.6

With the release of macOS 10.13.x and higher, Apple requires manual approval of loading Kernel Extensions (KEXTs). (For example BlackMagic, and AJA IO devices install Kernel Extensions.) At installation time, you should get a dialog saying that the KEXT was not loaded. You must go the "Security & Privacy" system preference and manually approve the KEXT. Keep the Security & Privacy pane open after you install the I/O device drivers, so that you will see the notice that the driver has been blocked, and press the "allow" button within 30 minutes of installing or the driver will be permanently blocked.

Qualified Workstations and Laptops

For a list of qualified Windows and macOS systems, go to the following page: Avid qualified systems. Select either the Windows or macOS CPU Specifications pdf.

Feature Performance

A number of features in this editing application are processor-intensive. As a result, you might experience problems if you are working on an older system. The following chart shows the hardware that Avid has successfully qualified when using these features. For a list of the qualified systems, see "Qualified Workstations and Laptops" on the previous page.

Feature	Description	Recommended System
PhraseFind AI and ScriptSync AI	24GB RAM minimum	Avid qualified systems
8K projects	128GB RAM minimum	64+ core Intel Xeon or AMD Threadripper CPU systems with Nvidia or AMD graphics
Editing High Resolution, High Frame Rate XAVC-I Media (UHD/4k in 59.94p) 4 streams of media and color adapters	64 GB RAM minimum, 96 GB recommended	HP Z8 G5, Z6 G5 Lenovo P7, PX Dell 7960 • Single or dual CPU with 56+ virtual cores (with HT) • Nvidia RTX A5000, A5500, A6000, 6000Ada • AMD W6800 HP Z8, Z6 Lenovo P920, P720, P620 Dell 7920, 7820 • Dual gold 6154 or 6254 3.0 GHz 18-core (72 with HT) • AMD WX-7100, WX9100, Pro VII, W6800 • Nvidia RTX 5000, 6000, A5000, A5500, A6000 HP Z6A Lenovo P620, P8 Dell 7865, 7875 or Boxx ApexxT4 • AMD Threadripper CPU with 32 or 64 Cores • Nvidia RTX A5000, A5500, A6000, 5000Ada, 6000Ada • AMD W6800, W7900 Storage: 10-40 Gb Ethernet Avid NEXIS
1080p/50 XAVC Long Baseband Capture	32 GB RAM minimum	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
Editing High	32GB Min, 64 GB recommended	HP Z8 G5, Z6 G5

Feature	Description	Recommended System
Resolution, High Frame Rate DNxHR Media (UHD/4k in 59.94p)		Lenovo P7, PX Dell 7960 • Single or dual CPU with 56+ virtual cores (with HT) • Nvidia RTX A5000, A5500, A6000, 6000Ada • AMD W6800, W7900 HP Z8, Z6 Lenovo P920, P720, P620 Dell 7920, Dell 7820 • Dual gold 6154 or 6254 3.0 GHz 18-core (72 with HT) • AMD WX-7100, WX9100, Pro VII, W6800 • Nvidia RTX 5000, 6000, A5000, A5500, A6000 HP Z8, Z6 Lenovo P920, P720, P620 Dell 7920, Dell 7820 • AMD Threadripper CPU with 32 or 64 Cores • Nvidia RTX A5000, A5500, A6000, 5000Ada, 6000Ada • AMD W6800, W7900 Storage: 10-40 Gb Ethernet Avid NEXIS
Editing High Resolution Media (Higher than 2K+)	32 GB RAM minimum	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
DMF and Background Transcode, Background Render	32 GB RAM recommended	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
Media Composer | Cloud	32 GB RAM minimum or higher recommended depending upon system model.	i7 Quad core or higher with Hyperthreading
J2K Capture	16 GB RAM minimum	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
HD Long GOP 9-way MultiCam	32 GB RAM recommended	Qualified PC Dual 6 Core or higher

Feature	Description	Recommended System
with high stream count sequences		Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading Storage: 2 x 1 Gb Ethernet or higher
Stereoscopic 3D	For optimal performance with Stereoscopic 3D, use these higher performance systems. Avid recommends a minimum of 32 GB RAM when using full-frame Stereoscopic 3D.	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
XDCAM HD50 Capture	Baseband capture through Open I/O	Avid qualified systems
HD RGB 4444 Apple ProRes 4444 DNxHD 4444	HD RGB capture requires a high-end workstation with Open I/O and fast storage.	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading Storage: 10Gb Ethernet Avid NEXIS
AMA (QuickTime)	AMA is a processor intensive operation. Lower end platforms may not offer optimum performance. Highly compressed codecs such as H.264 will exhibit minimal real-time performance.	Recommendation of qualified systems depends on your planned use of this feature. Heavy usage of highly compressed codecs requires high-end systems. (Dual 6 Core or Dual 8 Core systems)
AMA (RED)	AMA is a processor intensive operation. Older platforms may not offer optimum performance. You will get better performance with higher-end workstations.	Qualified Xeon Workstations NOTE: RED plug-in uses the Graphics Processor. Better performance with high performance graphics cards.
AVCI-Intra Capture	AVC-Intra capture with software codecs is supported.	24 core and higher Windows systems only.
AVCI-Intra	AVC-Intra (AVC-I) is a high quality, low bit-rate HD codec and is very CPU intensive.	**4-Way MultiCam Playback** Dual Quad Core, Dual 6 Core or Dual 8 Core Systems **Four Stream Playback:** Dual Quad Core, Dual 6 Core or Dual 8 Core Systems

Avid Artist I/O Device Compatibility

The following table shows the minimum version Media Composer supported with the Avid Artist I/O devices.

You must download the appropriate Avid Artist software from your Avid Master Account.

Device	Minimum supported version Media Composer
Avid Artist | DNxIO	Media Composer v8.4.1 and higher
Avid Artist | DNxIQ	Media Composerv8.8.3 and higher
Avid Artist | DNxIV	Media Composer v8.10 and higher
Avid Artist | DNxIP	Media Composer v2018.8
Avid Artist | DNxID	Media Composer v2018.9

Compatibility Chart

The following table lists the NVIDIA® and AMD drivers, QuickTime®, Windows Media™, shared storage, Sony® XDCAM™, Panasonic® P2, and Avid Artist Series versions that were qualified with the Avid editing applications. You can also refer to Documentation and version matrix.

⚠ **For information on third party support (for example, Sorenson, Boris, etc) see the third party's web site.**

Item	Versions	Comments
QuickTime Support	v7.7.9 (Windows) v10.x, (v7.x legacy) (macOS)	**Note**: QuickTime v10X does not include QuickTime Pro options. **Note**: QuickTime is not supported with Windows 10. https://kb.avid.com/articles/en_US/How_To/QuickTime-Support-and-Security-on-Windows
Avid Interplay Support	See Knowledge Base article on compatibility.	**IMPORTANT**: The Avid Interplay components that get installed on the editing application must be updated to the Avid Interplay version that is released with the editing application. These include the Media Indexer, Interplay Access, Interplay Framework, Interplay Transfer Client and ProEncode Client. The Avid Interplay Server components can remain on the previous releases listed as supported. For details, see the "Avid Editing Application Compatibility with Interplay Releases" doc on the Knowledge Base.
NVIDIA Driver Support	v573.73 (All Nvidia GPUs newer than Kepler) v474.82 (Kepler series GPU)	See "Setting up the NVIDIA Card" on the next page. For setting up the driver for stereoscopic, see the NVIDIA setup info in the Stereoscopic 3D Workflow Guide. This version supports NVIDIA vGPU Software Version 17 for Virtual Machines. For more information visit Nvidia.com.
AMD Driver Support	24.Q4	**Note**: DO NOT update to 22.Q3 - it does not work with Media Composer. Also, 23.Q1.1 and 22.Q2 are known to cause intermittent errors.

Item	Versions	Comments
		Note: Do not install Adrenaline Edition driver on Radeon Pro GPUs. For more information visit Amd.com
Shared Storage Support	Avid NEXIS	See "Shared Storage Support" on the next page.
Sony XDCAM driver	v2.13 (XDCAM Transfer for macOS) Windows FAM v2.3.2 and VFAM v5.0.2	The VFAM firmware version for PDW-U1 is 2.600. The PDW-U2 is 2.810. The driver can be downloaded from Sony's website http://esupport.sony.com/.
Panasonic P2 drive	(macOS) v3.1.7 (Windows) v2.24	There is currently no P2 writeback support for macOS clients.
Avid Artist Series (Euphonix)	EuControl software v3.4	See the User's Guide for information on Artist Series Color setup information.

Media Composer Compatibility with Audio Devices

For details on compatible audio hardware and software:

Audio Hardware and Software	Refer To
Control Surfaces	Supported Control Surfaces
Avid Artist I/O	Avid ArtistSeries FAQ
Media Composer and ProTools Co-install	Co-install information for Media Composer and ProTools

Setting up the NVIDIA Card

To set up the NVIDIA card, you must make sure you have the correct display driver version (install the display driver if necessary, and set the correct display settings. See the "Compatibility Chart" on the previous page for information on the supported driver(s).

Prior to setting up the NVIDIA card, check to make sure you have the correct display driver version. If you do not have the correct NVIDIA driver, you can install it from the Nvidia website - Nvidia.com.

To check the NVIDIA display driver version:

1. Right-click the Desktop and select NVIDIA Control Panel. You can also open the Windows Control Panel and double-click the NVIDIA Control Panel icon.
2. Click System Information at the bottom left corner of the NVIDIA Control Panel.

   The version number is listed in the Graphics card information section on the ForceWare version line.

To install the NVIDIA display driver:

1. Download the applicable Nvidia driver from the Nvidia website - Nvidia.com.
2. Double-click the file for the applicable driver.
3. Follow the on-screen instructions, and then restart your system.

To setup multiple displays:

1. Right-click the Desktop, and select Nvidia Control Panel.
2. In the settings window in the left of the window, click Set up multiple displays.
3. Select or deselect the desired monitors listed.

To set the Driver for Avid Editing Environments:

1. Right-click the Desktop, and select Nvidia Control Panel.
2. Select the Desktop menu selection in the Control Panel menu bar.
3. Enable Desktop › Video Editing Mode.
4. Click Manage 3D Settings.
5. Click the Global Setting tab.
6. Under Global presets, select Base Profile.
7. Scroll to locate the Power Management Mode. Select Prefer maximum performance.
8. Click Apply.

Reboot after installing the Nvidia software even if you are not prompted to do so. Never use the Windows "roll back driver" feature on the Nvidia driver. The driver version must match the rest of the components the Nvidia installer installs.

Shared Storage Support

For information on Shared Storage support, see the Avid NEXIS tables in the following document:

http://resources.avid.com/SupportFiles/Attachments/MediaCentral_Compatibility_Matrix.pdf

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